



## **Playing Conditions**

### **NCA | Fourth / Fifth Grade T/30 Over Competition**

November 2 – December 14 & February 8 – March 22

All matches shall be played in accordance with:

- (a) The playing conditions as specified in this document,
- (b) Nelson Cricket Association General Playing Conditions
- (c) The conditions specified in the Laws of Cricket (2017 Code 3<sup>rd</sup> Edition 2022) of the Marylebone Cricket Club. [www.lords.org/mcc/the-laws-of-cricket](http://www.lords.org/mcc/the-laws-of-cricket)

And to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority. In addition, all players, clubs and umpires shall comply with the by-laws of the NCA in force from time to time.

1. **THE COMPETITION Applies to NCA | Fourth / Fifth Grade T/30 Over Competition.**
2. **COMPETITION NCA | Fourth / Fifth Grade T/30 Over Competition.**
  - 2.1 The 2024-25 will be a series of round robin matches followed by a Final (1 v 2). (TBC due to team entries)
  - 2.2 If teams entries allow, the grade shall be split into separate 4<sup>th</sup> & 5<sup>th</sup> grades.
  - 2.3 If teams are level on points the higher places will go to: -
    - 2.3.1 The team with the most wins in the “round robin” stage of the competition

- 2.3.2 If wins are the same it then falls to the team with the greatest number of wins over the other team (or teams if more than two teams are equal after applying 2.2).
- 2.3.3 If teams are still tied, the team with the highest net run rate. A team's net run rate is calculated by deducting the average runs per over conceded by a team from the average runs per over scored by that team throughout the competition. In a match declared a 'no result', the run rate is not applicable. In a match where a team is all out in less than the full quota of overs, the calculation of its average run rate and the average runs per over scored against the bowling team shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it is dismissed. (as per current NZC 1<sup>st</sup> class rules for full explanation)
- 2.4 The Competition Final will be played at Saxton Oval, if Saxton Oval is unavailable, the final will be played at top qualifiers home ground, if that is unavailable, we will work with the top seeded club to select a ground of preference.
- 2.3.1 The highest placed qualifying team will be the "home team" for the final.
- 2.5 Tied final match or no result on last available reserve day: The team who qualified highest in the round robin will be declared the competition winner.

### **3. RESERVE DAYS**

- 3.1 **Preliminary Rounds:** There shall be no reserve day for any of the preliminary round matches.
- 3.2 **Knockout Stages and Finals:**  
Reserve days will be set out by NCA before the season begins, only when possible.

### **4. HOURS OF PLAY**

- 4.1 Matches shall commence at 1.30pm and each team shall have 2 hours in which to complete its 30 overs in the field. The Finish time for all matches shall be no later than 5.30pm.
- 4.2 A drinks break may be taken at the completion of 15 overs.
- 4.3 Lunch break is 30 minutes.
- 4.4 The captains may vary the timing and the length of the break between the innings at their discretion.

### **5. NAMING OF TEAM AND THE TOSS**

- 5.1 The toss in every match shall take place not sooner than 30 minutes and not later than 15 minutes before the scheduled starting time or any rescheduled time for the match to start.
- 5.2 At the time of the toss both teams shall exchange (and give a copy to the umpires) the names of their respective playing eleven and nominated non-bowler and non-batter.

- 5.3 If, between the toss and the commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain. The umpire (where appointed); shall be Informed of the decision immediately.
- 5.4 **Both sides are to enter their “draft” teams onto PlayHQ via the “My Teams” function, the evening before the match. Edits may be made on PlayHQ in accordance with laws 5.1 – 5.3**

## **6. THE PLAYERS**

- 6.1 The minimum number of players required to constitute a game is as follows:
- 6.2 For grades or rounds that consist of ten players per side, the minimum number required to constitute a match is seven.
- 6.3 Failure to meet the minimum number required to constitute a game will result in the infringing team defaulting the game, and the result being award to the opposing team.
- 6.4 Teams have up until 15 minutes after the scheduled start time to have the minimum number required at the ground otherwise the result will be awarded to the opposing team.
- 6.6 If both teams don't have the minimum number required to constitute a match, then the result will be considered a no result.
- 6.7 For each match teams may be composed of eleven players.
- 6.7.1 Prior to the toss for each match, team captains must provide opposing captains and the umpires a list of their batting ten and their bowling ten. The player left out of the bowling ten will act as a 11th for the fielding portions of the match (i.e., the player may bat in the batting ten but may not bowl).
- 6.7.2 The 11th may be rotated on and off the field acting as substitute fielder. **Players must inform the umpires of leaving / entering the field.**
- 6.7.3 If a player in the bowling ten is off the field for more than 10 overs, they cannot bowl until they have been on the field for that same number of overs.
- 6.7.4 No player (batter) can only bat in the match and not take part in the field.
- 6.7.5 The wicket keeper may not be nominated as the non-bowler in the fielding ten.
- 6.8 Players must be in schools Years 8 – 11 as of October 1<sup>st</sup>.
- 6.9 Players must exercise self-discipline.
- 6.10 Players must not use inappropriate language.
- 6.11 Players must show respect to their opposition.
- 6.12 Players must accept the decision of the umpire.

- 6.13 If a player arrives late to a 5<sup>th</sup> grade afternoon match, the player can fully participate in the match from the moment the player enters the field of play, regardless of whether the player is a batsman or bowler.

## **7. LENGTH OF INNINGS & OVERS**

- 7.1 Matches shall be of one day's duration, 30 overs per innings or when all 9 wickets are taken, one innings per team. (or if you are short on players when there is only one batter left at the crease ie. it is not last man stands unless otherwise agreed to prior to the match by both parties)
- 7.2 The Minimum number of overs per innings is 12.
- 7.3 Each 30 overs innings will be broken up into six brackets of five overs. The fielding team are to bowl five overs from the same end, before swapping ends and repeating. This is to help speed up the game.
- 7.4 8 Ball maximum for an over. Wides and no balls are worth one extra run.
- 7.4.1 The last over has no max number of balls.
- 7.5 If weather interrupts the match after play has commenced the above formula is to be applied.

7.4.2 Where weather interrupts the match while the second team is batting the number of overs shall be reduced by one over for every 3.5 minutes of playing time lost. If less than 14 overs are possible for the second team the match shall be declared a **no result** and points awarded accordingly.

## **8. FITNESS FOR PLAY**

- 8.1 Unless a general or specific cancellation has been advised by the NCA on whether a match can commence is the responsibility of the captains.
- 8.2 Where the captains do not agree with each other, the status quo will apply. However, if conditions worsen after the time of disagreement the fielding captain shall have the right to decide on matter of ground and weather, and the captain of the batting side on light.

## **9. DELAYED START OVER CALCULATION**

- 9.1 **Reduction of overs:** In the event of a late start for any reason, the number of overs to be bowled in respect of the match shall be calculated by reducing two overs for every 8 minutes of playing time remaining until the scheduled closing time for the game.
- 9.2 **Bowling restrictions:** In the event of a late start for any reason, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.
- 9.3 The latest time a game may commence is 4pm.

## **10. THE RESULT**

- 10.1 A result may only be achieved where both teams can bat for a minimum of 12 overs, or have been dismissed, or a result has been achieved earlier.
- 10.2 If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 12 overs unless the team batting first was all out sooner), then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target being calculated by the Duckworth Lewis Stern Method which is inbuilt into the PlayHQ application.

## **11. BOWLING RESTRICTIONS**

- 11.1 No bowler shall bowl more than 6 overs.
- 11.2 If overs have been reduced, please see rule 9.2

## **12. NO BALL**

- 12.1 A bowler shall be allowed to bowl one short pitched deliveries per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease. In the event of the bowler bowling more than two short pitched deliveries in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning the bowler.
- 12.2 If a ball is bowled on the full at the batsmen **and is considered dangerous by the umpire**, the bowler will receive an official warning. Note the fielding captain must be made aware of this.
- 12.2.1 If the same bowler is to bowl another full toss, dangerous deliver, he will be removed from bowling and not be allowed to return for the remainder of the innings.
- 12.3 If a ball, after delivery by the bowler, pitches on the grass or the edge of the artificial surface it shall be called a "No Ball" **(if struck by the batter) - See rule 13.2.**

- 12.3.1 If a bowler does not have at least one foot on the artificial pitch at the moment of delivery, a ``no ball`` shall be called.

#### 12.4 NO FREE HITS

### 13. WIDES

- 13.1 A wide shall be determined as: any ball, not being a no-ball, nor a ball that touches the striker's bat or person (including pads etc) that, provided the striker was in his normal guard position:
- 13.1.1 Passes on the leg-side of wicket and does not give the batsman a reasonable opportunity to hit with his bat.
  - 13.1.2 Passes on the off side of the striker so wide that it is not within his reach for him to be able to hit it with his bat by means of a normal cricket stroke. In cases where an "off-side" wide mark is used a wide shall be defined as any ball that passes the striker outside of this mark.
  - 13.1.3 For clarity, the actual wide guideline is the inside edge of the painted line that is closest to the batter`s wickets.
  - 13.1.4 Coaches/Captains are to discuss what is a wide prior to the game.
- 13.2 For scoring purposes due to the limited balls situation in this grade, any ball that is unplayable because it bounces off the pitch or bowled over the batsmen on the full, will be considered a wide.

### 14. FIELDING RESTRICTIONS

- 14.1 **The fielding team may have only 9 players on the field at any one time, rotating the subs so players only spend one or two overs off the field at a time, is recommended.**
- 14.1.1 **This is to create an odd number on the field to help with match awareness for batting & bowling (bowling to a field)**
  - 14.1.2 Players should use this time to get a quick drink, while remaining close to the field of play.
- 14.2 First 7 overs only two players may field outside the 30-yard circle. For the remainder of the match up to 4 fielders can be outside the circle.
- 14.3 If grounds do not have a 30-yard circle marked, captains to work together and use common sense when applying the rules.
- 14.4 No more than 5 fielder may be on the leg side.
- 14.4.1 No more than two fielders may be behind square on the leg side. (Or a "NO BALL" will be called by the square leg umpire)

### 15. ARTIFICIAL PITCHES

- 15.1 Spikes must not be worn while batting or bowling on artificial pitches.

## **16. TEAM REQUIREMENTS**

- 16.1 Where matches are played on neutral grounds, the team named first in the draw shall be considered the **home** team.
- 16.2 The home team shall ensure:
- 16.2.1 At the conclusion of the match, the game result has been submitted to the NCA.  
– Please check PlayHQ online that it has in fact gone up prior to closes off the game. No points will be awarded until NCA receives this result.
  - 16.2.2 Provide two sets of stumps for the game. One for the game, the second is a backup set in case of breakages
  - 16.2.3 A scoreboard is provided.
  - 16.2.4 A scorebook/Playhq is provided.
- 16.3 Both teams should ensure that:
- 16.3.1 They bring to the venue at least one set of stumps and bails (or swing stumps where appropriate).
  - 16.3.2 Their team are aware they need to provide their own lunch

## **17. THE BALL**

- 17.1 The grade of ball to be used in all matches shall be a 156-gram Kookaburra Crown 2-piece cricket ball, NCA encourage clubs to keep a reasonable standard of ball, preferably a new ball per game, but it is not necessary to use a new ball.
- 17.2 Female teams are allowed to use a 142-gram Kookaburra red ball.

## **18. THE UNIFORM**

- 18.1 Teams uniform to be either traditional whites or colours that represent their club. All pads must be white.

## **19. HOUSE KEEPING**

- 19.1 No alcohol shall be permitted on council grounds as per TDC and NCC by laws.
- 19.2 No alcohol will be consumed during hours of play by cricket teams in any grade of NCA competitions.
- 19.3 Smoking / Vaping is not allowed on the field of play by any player or umpire.

## **20. Responsibility of the Captain**

- 20.1 Discuss with the opposition captain the playing conditions of the match.
- 20.2 Check the scorebook between innings to ensure it is accurate and each side understands the target score.
- 20.3 Before leaving the ground both captains must agree as to the result of the match, with the home team to enter the result with full scoreboards where applicable.
- 20.4 The captain is responsible for player and supporter behavior including the use of alcohol.
- 20.5 The captain must ensure that all rubbish is removed from their team area and taken away and placed in council bins.

## **21. UMPIRES**

- 21.1 Both teams must provide **two** umpires for their own batting innings.
  - 21.1.1 If available and willing, you may use a coach/spectator from the opposite team at the discretion of the batting side.

## **22. PITCH**

- 22.1 The match is played on a full-length pitch. 22 yards (one chain) or 20.12m

## **23. PROTECTIVE EQUIPMENT**

- 23.1 All appropriate hardball gear must be used i.e helmets.
- The New Zealand Cricket Helmet Policy is:
- **Junior / Youth Hardball (Under 19yrs) boys and girls**
  - The following policy will be mandatory for the 2022 - 23 season onward. Helmets, with a face guard, are **mandatory** for junior cricketers (Under 19), including when they are playing senior cricket. They must be worn while playing and during practice sessions when batting, keeping (within 5 metres of the stumps) or fielding in close (within 7 metres of the stumps, excluding behind the wicket on the offside).
  - British Standard helmets (BS7928:2013) are considered “best of breed” helmets and supersede the old Australian/NZ Standard (AS/NZS 4499 series). It is mandatory for all junior / youth cricketers to wear the British Standard helmet.

## **24. POINTS**

<u>Points.</u>	Win	4 points
	Win by default	4 points
	Tie	2 points each
	No result	2 points each



Loss	0 points
Loss by default	-4 points

## **Sundries**

### **Player Playing Unfairly Out of Grade**

if any team has any doubts about the eligibility of one of its players, it should seek a ruling from NCA at least 24 hours prior to the start of the match.

### **Fair and Unfair Play**

Excessive appealing and gestures are unacceptable.

Umpires are expected to carry on their role in an honest and impartial manner.

There is to be no time-wasting during drinks breaks.

## **Administration**

Cancellations will be posted on our face book page as well as [nelsoncricket.org.nz](http://nelsoncricket.org.nz), as soon as it comes to hand.